

# CAROL VORDERMAN'S SUDOKU





For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

## ⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

### Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness, discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

### Use and handling of UMD™

- This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



#### Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

#### Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

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## WELCOME!

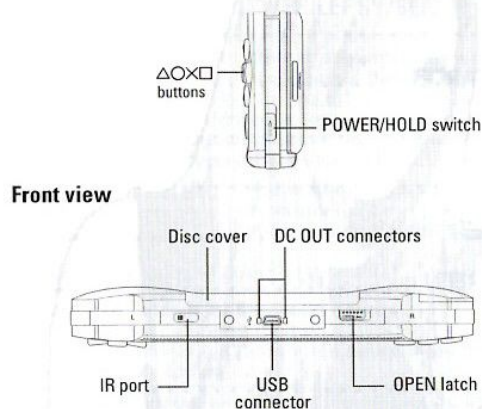
**Congratulations on purchasing the ultimate Sudoku product! This package includes over one million Sudoku puzzles, three distinct game modes, and a host of other unique features.**

Sudoku expert Carol Vorderman introduces you to the world of Sudoku; follow her movie tutorials and you, too, can become a Sudoku Master!

This manual provides a selection of Assist hints to help in your puzzle solving, and you can ask Carol for help at any time during the game. Plus, if you've ever been stumped by a Sudoku puzzle, you can enter it into the Sudoku Solver and Carol will reveal the solution for you!



## GETTING STARTED



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. Insert the *CAROL VORDERMAN'S SUDOKU* disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the X button of the PSP® to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

**NOTICE:** Do not eject a UMD™ while it is playing.

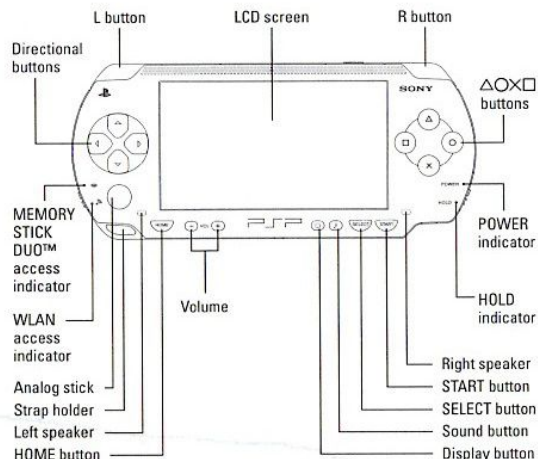
### MEMORY STICK DUO™

**WARNING!** Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo or Memory Stick PRO Duo into the memory stick slot of your PSP®. You can load saved game data from the same memory stick or from any memory stick containing previously saved games.

**NOTE:** *CAROL VORDERMAN'S SUDOKU* requires 704KB of free space on a memory stick in order to save game data.

## STARTING UP



### MENU CONTROLS

- Highlight option ... analog stick/directional buttons /
- Select ..... X button
- Go back ..... Δ button



## MAIN MENU

When the game loads, the Main Menu will appear. Use the menu controls to select options:

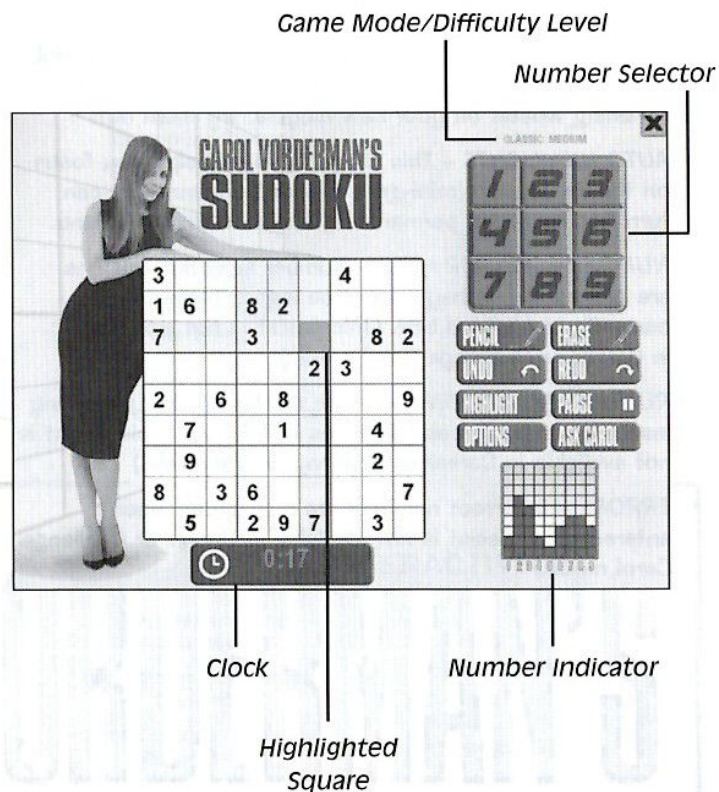
- **LET'S PLAY SUDOKU** – Play the game. There are 3 game modes, described below.
- **HOW TO PLAY SUDOKU** – Learn the game's interface and controls. You will find over 30 minutes of videos, featuring Carol Vorderman explaining the intricacies of Sudoku. Carol will give you an introduction and a master class on Sudoku, with tutorials and hints for all levels of players!
- **PRINT & PLAY** – Print puzzles to play them the old-fashioned way.
- **SUDOKU SOLVER** – Get Carol's help solving ANY Sudoku puzzle.
- **OPTIONS** – Change the Assist settings.
- **QUIT** – Quit the game and exit back to the Main Menu.

## GAME MODES

You can choose from three game modes:

- **CLASSIC** – Select the puzzle difficulty and see how you fare against the clock.
- **CAREER** – There are 7 belts to earn throughout your career, starting with the White Belt Challenge. Each belt involves successfully completing a series of puzzles in a specified time. As you move higher up the belts, the puzzles increase in number and in difficulty, and the time allotted for each puzzle decreases.
- **CHALLENGE CAROL** – To beat Carol, you must overcome all of the Dan Challenges. Each Dan Challenge consists of a number of puzzles that you must successfully complete in a specified time. Start with the 1st Dan Challenge and work your way up to 4th Dan. As you move up the Dans, puzzle difficulty increases, while the times allotted decreases. To gain the ultimate accolade of Sudoku Master, you must earn your Black Belt AND beat the 4th Dan Challenge. Only then can you claim to have out-Sudoku'd Carol!

## PUZZLE SCREEN



- **GAME MODE/DIFFICULTY LEVEL** – Shows the game mode you're playing, and its difficulty level.
- **NUMBER SELECTOR** – Use this to select a number to insert into the highlighted square.
- **HIGHLIGHTED SQUARE** – The next number you select will be inserted in the highlighted square.
- **NUMBER INDICATOR** – Shows how many occurrences of each number (1-9) are on the grid. In a correct solution, each number occurs 9 times.
- **CLOCK** – Shows the time elapsed or the time left to complete the puzzle (depending on the game mode).



# ASSISTS

*Carol Vorderman's Sudoku* provides numerous Assists to help you solve puzzles. These Assists can be very useful, especially if you are new to Sudoku. Think of Assists as the training wheels on your new bicycle. Try them out!

- **AUTO-HIGHLIGHTS** – This visual highlight helps you focus on the appropriate mini-grid, row and column. You can turn this Assist on permanently from the Options Menu.
- **NUMBER SELECTOR HELP** – Number selection buttons are grayed out if they cannot be legally placed in the currently highlighted box. (This Assist is not available in Career or Challenge Carol mode.)
- **RULE-BREAK WARNING** – Boxes are highlighted when any inserted number breaks the rules of Sudoku. (This Assist is not available in Career or Challenge Carol mode.)
- **ERRORS** – Incorrect numbers are highlighted when entered. (This Assist is not available in Career or Challenge Carol mode.)

# CREDITS

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